

VIDEOCADE 4001

SPEED MATH/BINGO MATH

OPERATING INSTRUCTIONS

If there were ever any methods to make learning addition, subtraction, multiplication, and division fun, playing SPEED MATH and BINGO MATH could be the answer.

SPEED MATH (one player)

SPEED MATH is designed to develop arithmetical skills by giving you thirty problems and a ten second interval each in which to answer.

Each second of the ten second interval is worth one point. Answering the problem in less than the initial five second interval will give you ten points. After an initial five seconds, the point value will decrease per each second elapsed. If you answer the problem incorrectly, you will not be awarded any points.

Insert the SPEED MATH/BINGO MATH cassette into your Bally Arcade. Press the Reset button, and your selection will appear. Press [1] on the keypad to get SPEED MATH on your television screen.

Keypad Entry

[+] All problems addition
[-] All problems subtraction

[=] Mixture of the above types

Keypad Entry

[x] All problems multiplication
[÷] All problems division

The hand controls do not function so you will be answering all problems using the keypad.

You will find as your score increases, the degree of difficulty of the problems increases. Conversely, if you continually give a wrong answer, the following problems will have the same answer or will be a variation of the same problem.

BINGO MATH (two players)

BINGO MATH has been designed to achieve the same purpose as SPEED MATH but the process has been altered. Instead of points, you are awarded a Bingo, and you have an additional feature of competing directly with another player.

With the SPEED MATH/BINGO MATH cassette in position, press [2] on your keypad to get BINGO MATH on your television screen.

(See SPEED MATH for selection of problems)

Hand control #1 controls the Bingo card on left of screen; #2, the right. Someone must score a Bingo in two minutes or the game will reset.

Each problem comes at six second intervals, these problems are shown at the bottom of each player's Bingo card.

In order to achieve a Bingo you must move the * from the middle square to the answer of the problem located on the Bingo card. You move one square per every movement of the joy stick. When you reach the answer, pull the trigger to leave the * in place of the number. If you put your * on the wrong answer, you will be given the correct answer and your opponent will be allowed the remainder of the six seconds to find the correct answer.

After someone has scored a Bingo, they are awarded one point and the Bally Arcade will ask you to "Select \uparrow or \downarrow ".

Enter: \uparrow Game continues

Enter: \downarrow Selection appears

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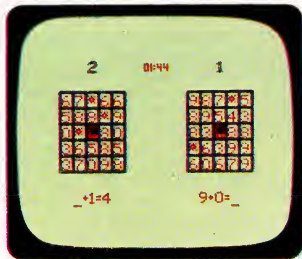
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Bally[®] PROFESSIONAL Videocade[™] 4001



SPEED MATH



BINGO MATH